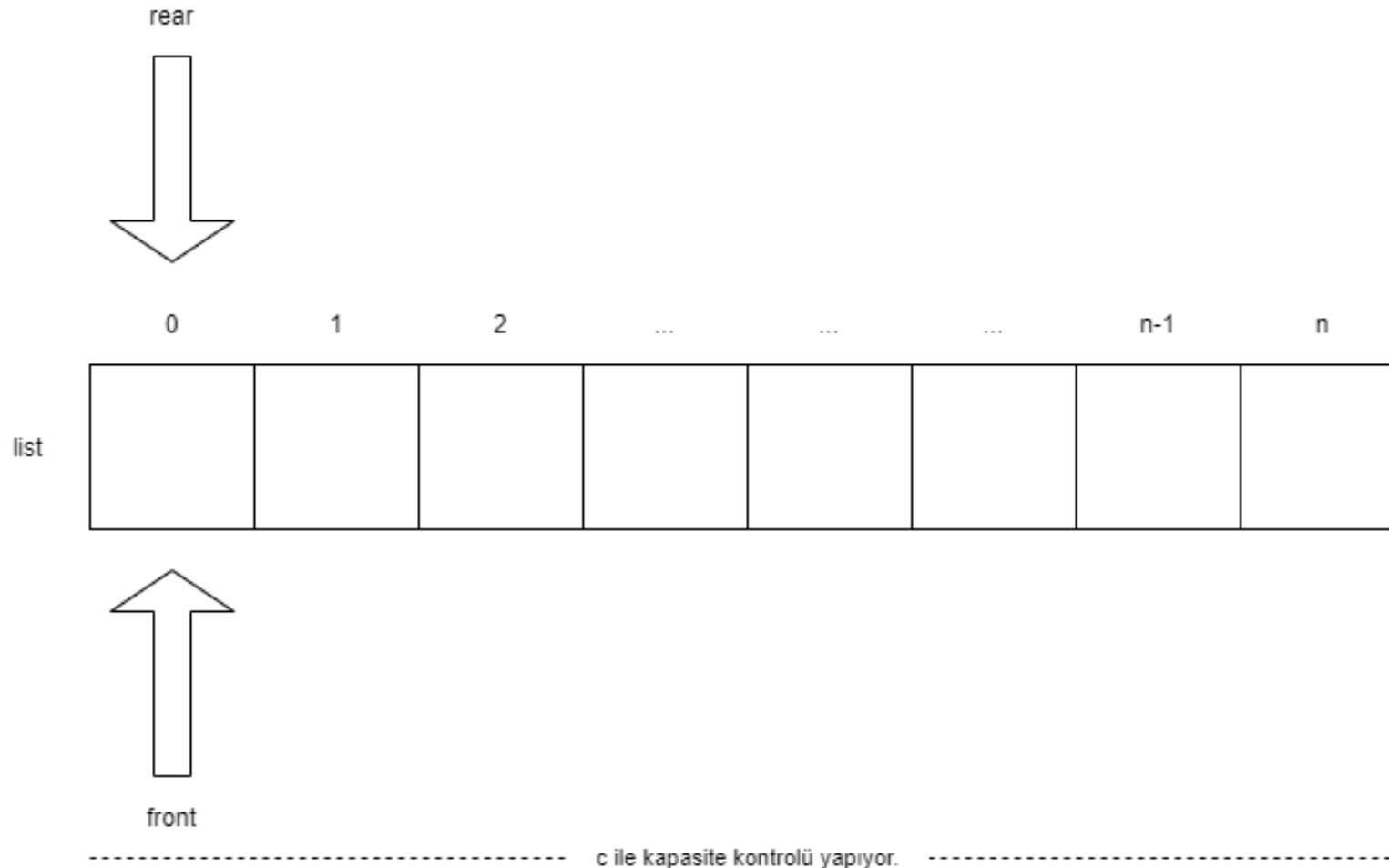


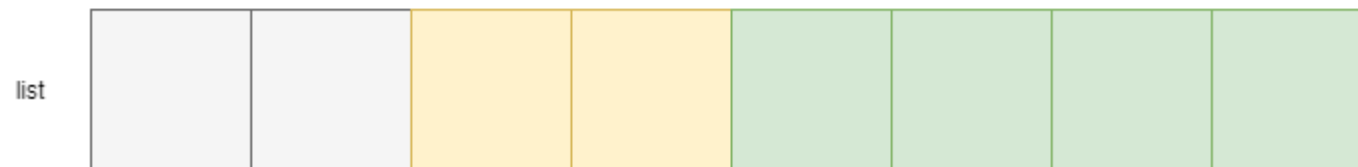


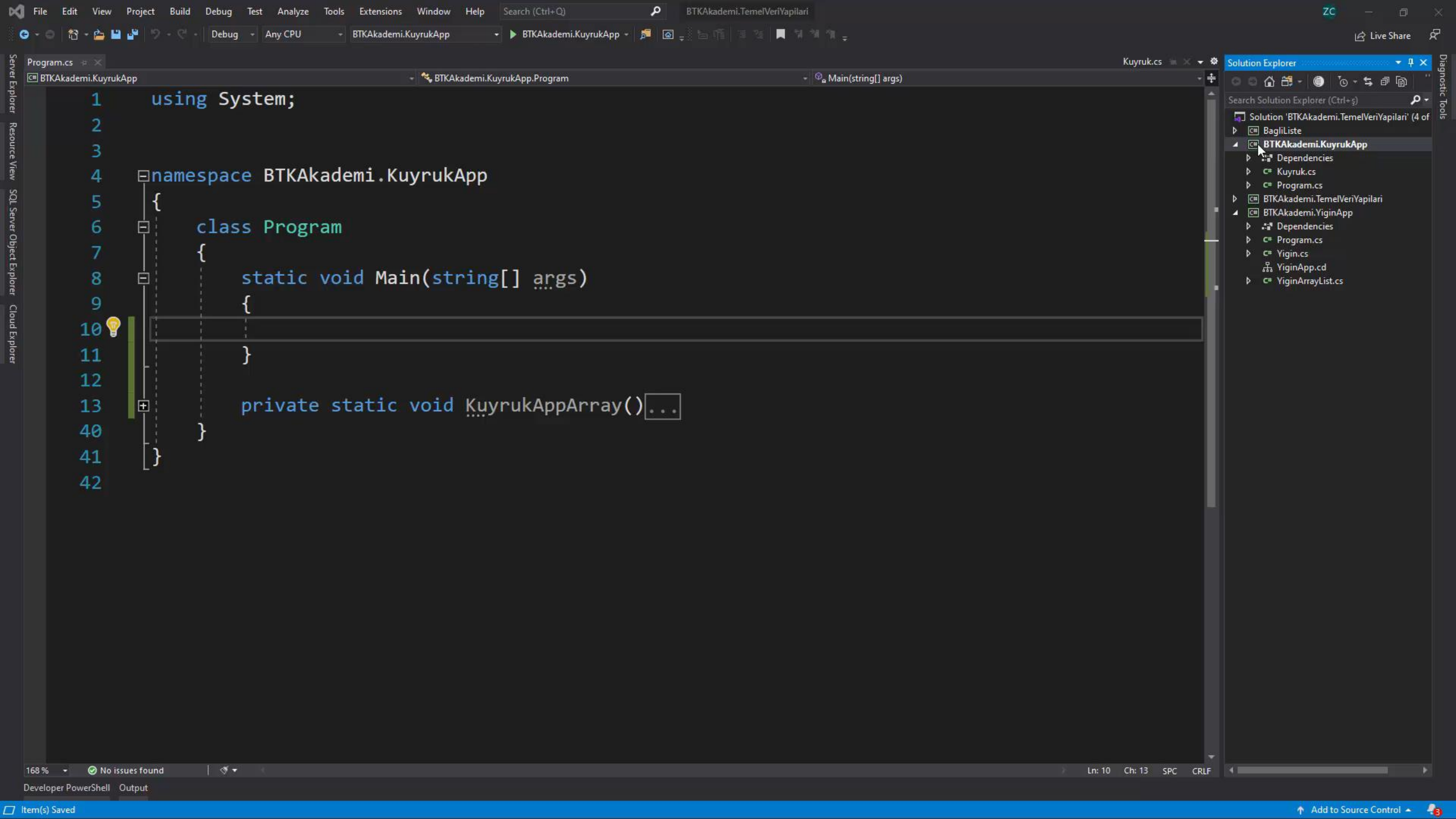
KUYRUK (QUEUE)

Kuyruk (Queue)



Kuyruk (Queue)





```
1 using System;
2 using System.Collections.Generic;
3 using System.Text;
4
5 namespace BTKAkademi.KuyrukApp
6 {
7     public class Kuyruk
8     {
9         int n; // kuyruk kapasitesi
10        int c; // kuyruktaki eleman sayisi
11        int front; // kuyruk basini isaret eden isaretcisi
12        int rear; // kuyruk sonunu isaret eden isaretcisi
13        string[] list; // kuyruk
14
15        public Kuyruk(int n)
16        {
17            // <summary> Kuyruk dolu mu?
18            public bool isFull() =>
19                (c == n) ? true : false;
20            // <summary> Kuyruk bos mu?
21            public bool isEmpty() =>
22                c == 0 ? true : false;
23
24            // <summary> Kuyruğa ekleme yapar.
25            public void Enqueue(string yeni)
26            {
27                if (isFull())
28                    Console.WriteLine("Kapasite dolu!");
29                else
30                {
31                    rear = rear % n;
32                    list[rear] = yeni;
33                    rear++;
34                    c++;
35                    Console.WriteLine(yeni + " kuyruğa eklendi.");
36                }
37            }
38
39            // <summary> Kuyruktan eleman silme.
40            public string Dequeue()
41            {
42                if (isEmpty())
43                {
44                    Console.WriteLine("Kuyruk bos!");
45                    return null;
46                }
47                else
48                {
49                    string r;
50                    Console.WriteLine(list[front] + " kuyruktan cikarildi.");
51                    r = list[front];
52                    list[front] = null;
53                    front = (front + 1) % n;
54                    c--;
55                    return r;
56                }
57            }
58
59            public string Peek() => list[front];
60        }
61    }
62 }
```

```
4 using System.Text;
5
6 namespace BTKAkademi.KuyrukApp
7 {
8     public class KuyrukArrayList
9     {
10        private ArrayList list;
11        public KuyrukArrayList()
12        {
13            list = new ArrayList();
14        }
15
16        public void Enqueue(object item)
17            => list.Add(item);
18
19        public object Dequeue()
20        {
21            if (list.Count > 1)
22            {
23                var s = list[0];
24                list.RemoveAt(0);
25                return s;
26            }
27            return null;
28        }
29
30        public object Peek() => list[0];
31        public void Clear() => list.Clear();
32        public int Count() => list.Count;
33    }
34 }
```



Kuyruk (Queue)